

FIG. 1

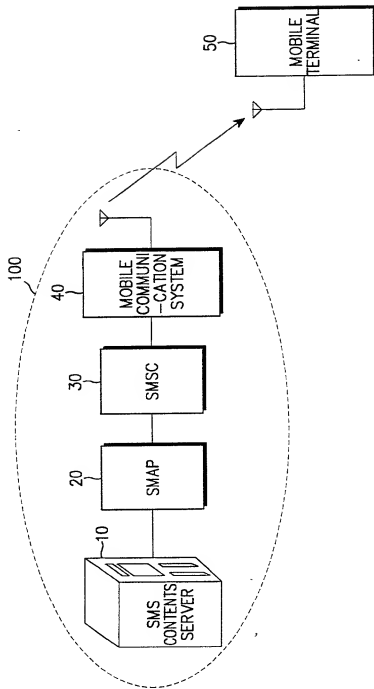


FIG. 2

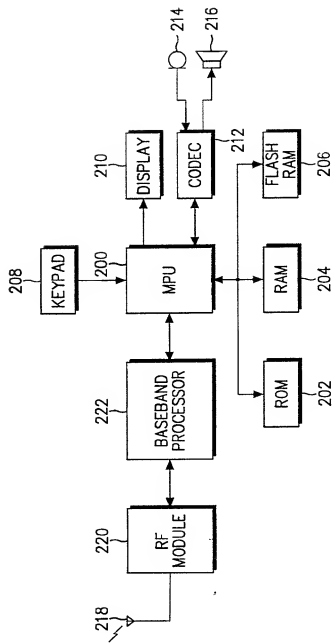


FIG. 3A

BASIC SMS DATA	MSG TYPE	SEGMENT_#	TOTAL SEGMENT_#	AD ID	BANNER/LOGO AD DATA
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FIG. 3B

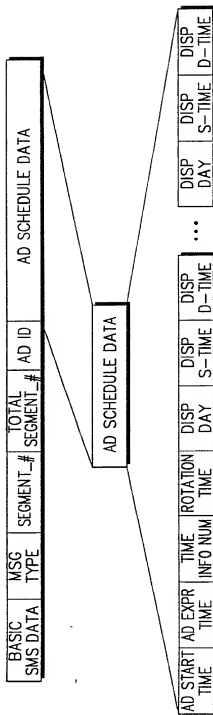


FIG. 4A

```

MAX NUMBER OF STORABLE ADVERTISEMENTS
TYPEDEF STRUCT {
    WORD STIME[12];
    WORD DTIME[12];
} UTIMEABLE;

TYPEDEF STRUCT SCHEDULE {
    STRUCT SCHEDULE * LINKPTR;    // LINKED LIST POINTER

    DWORD ADID;                  // ADVERTISEMENT IDENTIFICATION
    DWORD START TIME;            // AD START TIME
    DWORD EXPIR TIME;            // AD EXPIRATION TIME
    BYTE ROTATE TIMER;           // WHEN SEVERAL ADS SHARE SAME DISPLAY DURATION,
                                // RESPECTIVE ADS ARE DISPLAYED IN ROTATION FOR ROTATION TIME/
                                // AD DISPLAY START TIME AND AD DISPLAY DEADLINE TIME OF DAY
    UI TIME TABLE DAYOFWEEK[7]; // AD DISPLAY START TIME AND AD DISPLAY DEADLINE TIME OF DAY
    BYTE TIMEIDX;                // INDEX OF BUFFER WITH TIME INFO OF CURRENTLY DISPLAYED AD
    BOOL LEAN ACTIVE;            // INDICATOR INDICATING CURRENTLY DISPLAYED AD DATA
} UI_SMM_SCHEDULE_TYPE;

```

FIG. 4B

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TYPEDEF STRUCT ADVERTISE {
    STRUCT ADVERTISE *LINKPTR ; // LINKED LIST POINTER

    DWORD ADID // ADVERTISEMENT IDENTIFICATION
    DWORD EXPIRTIME // AD EXPIRATION TIME
    BYTE CATEGORY [14] // CATEGORY OF ADS (EX: DRINK AD AND SPORTS AD)
    BYTE TITLE [14] // AD TITLE
    BYTE ADDATA [200] // DATA BUFFER WITH BANNER AD OR LOGO AD

} UI_SMM_ADVERTISE_TYPE ;

```

FIG. 4C

```
// SCHEDULE HEADER POINTER OF DISPLAY DATA LIST  
// SCHEDULE TEMP POINTER OF DISPLAY DATA LIST  
// SCHEDULE DATA STRUCTURE UI VARIABLE  
// ADVERTISEMENT DATA STRUCTURE UI VARIABLE  
// ROTATION TIME AND OLD ROTATION TIME OF CURRENTLY  
    DISPLAYED AD SCHEDULE  
// DURATION TIME AND OLD DURATION TIME OF CURRENTLY  
    DISPLAYED AD SCHEDULE
```

FIG. 5

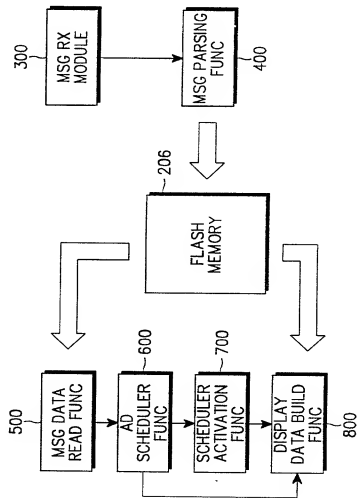
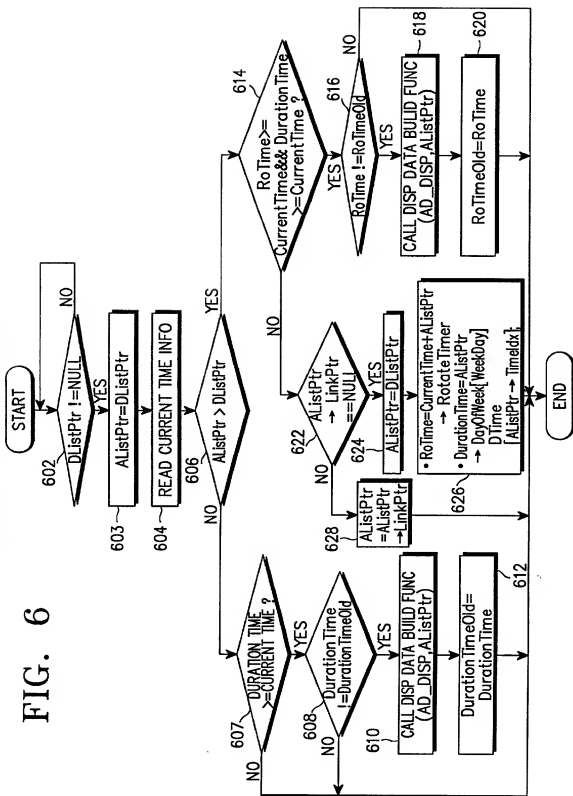


FIG. 6



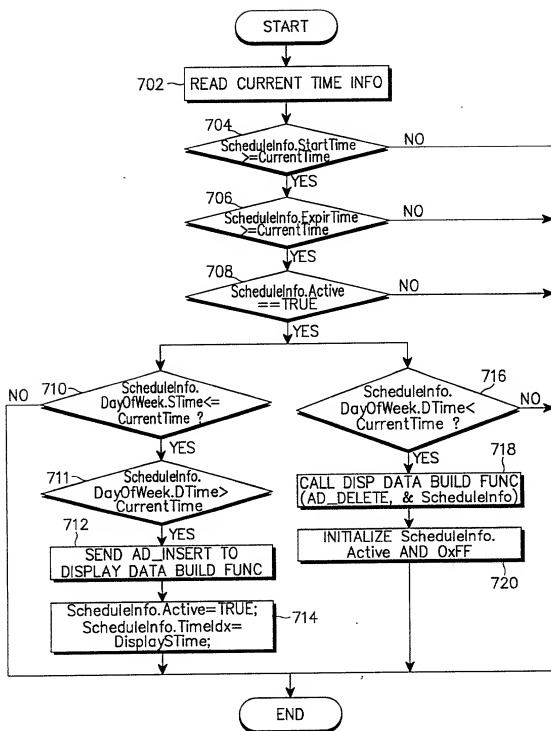


FIG. 7

FIG. 8

